



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

### CALCULATING RAW SCORES

#### MAKING YOUR CONTRACT

##### **Trick Points + Bonus Points = Total Score**

*Score goes in Declarer's column (NS or EW) on a Traveling Score Sheet*

Trick Points	Majors	30 points per trick over Book		
	Minors	20 points per trick over Book		
	NT	30 points per trick over Book	PLUS	10 extra points at end

Bonus Points	Game	NonVul	300 points
		Vul	500 points
	Partial	NonVul or Vul	50 points

**Declarer Earns  
a Positive Raw Score**

##### **EXAMPLE:**

1. Bidding 3♥ and making 3♥:  
 $3 * 30 = 90$  *trick points* + 50 partial game bonus **Total Points = 140**
2. Bidding 3NT and making 4:  
 $4 * 30 = 120 + 10 = 130$  *trick points* + 500 game bonus (VUL) **Total Points = 630**

#### DID NOT MAKE YOUR CONTRACT

The Opponents win the score.

If you are E-W, the points go in the N-S box and vice versa.

##### ***Does Not Matter Whether You Are In Game Or Not***

NonVul:	Give 50 points per Down trick to Opponents
Vul:	Give 100 points per Down trick to Opponents

**Declarer Earns  
a Defeated Raw Score**

Vulnerability matters in Scoring!



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

At the end of every Bridge hand, your Raw Score is calculated.

Raw Scoring is calculated from Declarer's point of view.

If Declarer successfully makes the contract, Declarer earns a Raw Score from Trick Points and Bonus points.

If Declarer is unsuccessful in the contract Declarer earns a Defeated Raw Score.

Opponents also earn a Raw Score. They earn the opposite of Declarer's Raw Score.

### Raw Scores Are Not The Final Scoring Result

Each of your Raw Scores on every board gets converted into something called **Matchpoints** at the end of the entire Game.

Why do we need to convert Raw Scores into Matchpoints? **Matchpointing levels the playing field across the game.**

The reasons vary depending on whether you are playing in an online digital game or in a live, in-person Bridge Club.

#### Reasons why Raw Scores are not the end result in the Game:

- \* If we added up Raw Scores, it could total in the thousands. Very cumbersome.
- \* If one partnership had 2 or 3 very good boards – excellent scores – it's possible that other partnership could never catch up.

There has to be a way for every partnership to have even footing on every hand.

There has to be a way for every board to be a new beginning for every partnership.

**If you didn't play a particular board, it can't hurt you AND / OR  
Even if every pair plays every board, you get a chance to 'start over' on the next board.**

**Every board is treated as an individual outcome.**

**To level the playing field, every board has its raw scores converted to Matchpoints.**

**No matter how high your raw score, it's still only a converted Matchpoint score based on a consistent scale for the session.**



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

### How Does Matchpointing Work?

#### Here's how it works:

Every board's Raw Score is boiled down to a 'position' on that board.  
The higher your Raw Score on a particular board, the higher your placement on that board.

If a board is played 7 rounds - 7 times - during a session, then the whole number Matchpoint scores possible on that board are

6      5      4      3      2      1      0

*That's 7 Matchpoint whole scores*

***If a Board is played 7 times, the highest Matchpoint Score will be 6.00***

In this way, it doesn't matter if you earned 1430 for 6H making 6 or earned 140 for 3H making 3.

**If your pair received the highest raw score on a board, you earn a high placement in Matchpoints on that board.**

Example of Matchpoint conversion:

			Raw Score	Matchpoints (top board)
Board 1	highest raw score on board	6H making 6 (vul)	1430	6
Board 8	highest raw score on board	3S making 3 (vul)	140	6

*See? They are the same outcome*

#### Here's the straight-forward way to calculate Matchpoints:

- On each board:
- \* For every pair whose Raw Score you beat, you earn 1 Matchpoint
  - \* For every pair whose Raw Score you tie, you earn ½ Matchpoint



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

Practice Matchpointing

Board 4 is played 7 times.

Top Matchpoint Score: 6

**Board 4**      **Dealer: W**      **Vulnerability: Both**

				Raw Scores		Matchpoints		Pairs	
Contract	By	Made	Down	N-S	E-W	N-S	E-W	N-S Pairs	E – W Pairs
3S	N	3		+ 140	- 140			1 Daffy D – Bugs B	7 Mickey M - Goofy
3S	N	3		+ 140	- 140			6 H. Potter – R. Weasley	5 H. Granger – G. Weasley
3D	W		- 1	+ 100	- 100			5 D. Vader – L. Skywalker	4 Obi Wan K – R2-D2
4D	W		- 2	+ 200	- 200			7 Capt America – The Hulk	6 Thor – Iron Man
2D	W	4		- 130	+ 130			2 K. Hepburn – S. Tracy	1 C. Grant – I. Bergman
4S	N		- 1	- 100	+ 100			3 Charlie B – Snoopy	2 Lucy – Linus
3S	N		- 3	- 300	+ 300			4 Fred F – Barney R	3 Wilma F – Betty R

**ANSWERS on page 5-6**



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

Practice Matchpointing

Board 4 is played 7 times.

Top Matchpoint Score: 6

Board 4

Dealer: W

Vulnerability: Both

Raw Scores

Matchpoints

Pairs

Contract	By	Made	Down	N-S	E-W	N-S	E-W	N-S Pairs	E – W Pairs
3S	N	3		+ 140	- 140	4.50	1.50	1 Daffy D – Bugs B	7 Mickey M - Goofy
3S	N	3		+ 140	- 140	4.50	1.50	6 H. Potter – R. Weasley	5 H. Granger – G. Weasley
3D	W		- 1	+ 100	- 100	3.00	3.00	5 D. Vader – L. Skywalker	4 Obi Wan K – R2-D2
4D	W		- 2	+ 200	- 200	6.00	0.00	7 Capt America – The Hulk	6 Thor – Iron Man
2D	W	4		- 130	+ 130	1.00	5.00	2 K. Hepburn – S. Tracy	1 C. Grant – I. Bergman
4S	N		- 1	- 100	+ 100	2.00	4.00	3 Charlie B – Snoopy	2 Lucy – Linus
3S	N		- 3	- 300	+ 300	0.00	6.00	4 Fred F – Barney R	3 Wilma F – Betty R



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

### Board 4 - Narrative

#### Place This Explanation Page Alongside Page 5 to Compare Narrative to the Chart

Remember, every pair gets a Raw Score whether that pair is Declarer / Dummy or Defenders. Everyone gets an outcome on each board.

On this Board, there was a choice of contract.  
NS could have played in Spades. EW could have played in Diamonds.

Which partnership should have the contract?  
The partnership who wants it more!

It looks like the Norths who play in Spades can usually make 9 winning tricks: Making 3  
Somehow, NS #4 – Fred and Barney – made some kind of playing error and ended up Down 3.  
Too bad!

When West either takes the contract away or bids enough to scare North, the Diamond contract doesn't usually make. West's Diamond contract often goes Down.

Notice that West's defeated Diamond contract can sometimes produce a good score for West, even in a defeated contract.

EW #4 (line 3) Obi-Wan and R2-D2 played in 3D. Down 1.  
They earn a – 100. But letting North play in 3S could have given them a – 140.

- 100 IS a better score than - 140. Closer to zero on the number line  
It's a smaller Negative score than – 140

Sometimes, a Negative Score is not a bad thing.

If you are destined to earn a Negative score, you want the smallest Negative Score possible.

Also Notice that Thor and Iron Man also played in Diamonds (EW). But they went Down too many.  
Down 1 was okay. Down 2 was too many.

Finally, Fred and Barney (NS #4) on the final line seemed to bid okay but probably played badly.  
It happens. You become mentally tired and just zone out on a board while playing.

They ended up Down 3. That's a lot to be off on a contract.  
They received the worst Raw Score in their direction (NS).  
They then receive the worst Matchpoint score – 0.00.

Oh well... but it's only one board. It's not the entire Game.



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

Practice Matchpointing

Board 4 is played 7 times.

Top Matchpoint Score: 6

Board 12

Dealer: W

Vulnerability: N-S

Contract	By	Made	Down	Raw Scores		Matchpoints		Pairs N-S Pairs	E – W Pairs
				N-S	E-W	N-S	E-W		
3NT	S	3		+ 600	- 600			1 Daffy D – Bugs B	5 H. Granger – G. Weasley
4H	N	5		+ 650	- 650			2 K. Hepburn – S. Tracy	6 Thor – Iron Man
3NT	S		- 1	- 100	+ 100			3 Charlie B – Snoopy	7 Mickey M - Goofy
4H	N	4		+ 620	- 620			4 Fred F – Barney R	1 C. Grant – I. Bergman
3NT	S	3		+ 600	- 600			5 D. Vader – L. Skywalker	2 Lucy – Linus
4H	N	5		+ 650	- 650			6 H. Potter – R. Weasley	3 Wilma F – Betty R
4H	N	6		+ 680	- 680			7 Capt America – The Hulk	4 Obi Wan K – R2-D2

ANSWERS on Pages 8-9



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

Practice Matchpointing

Board 4 is played 7 times.

Top Matchpoint Score: 6

Board 12

Dealer: W

Vulnerability: N-S

Contract	By	Made	Down	Raw Scores		Matchpoints		Pairs	
				N-S	E-W	N-S	E-W	N-S Pairs	E – W Pairs
3NT	S	3		+ 600	- 600	1.50	4.50	1 Daffy D – Bugs B	5 H. Granger – G. Weasley
4H	N	5		+ 650	- 650	4.50	1.50	2 K. Hepburn – S. Tracy	6 Thor – Iron Man
3NT	S		- 1	- 100	+ 100	0.00	6.00	3 Charlie B – Snoopy	7 Mickey M - Goofy
4H	N	4		+ 620	- 620	3.00	3.00	4 Fred F – Barney R	1 C. Grant – I. Bergman
3NT	S	3		+ 600	- 600	1.50	4.50	5 D. Vader – L. Skywalker	2 Lucy – Linus
4H	N	5		+ 650	- 650	4.50	1.50	6 H. Potter – R. Weasley	3 Wilma F – Betty R
4H	N	6		+ 680	- 680	6.00	0.00	7 Capt America – The Hulk	4 Obi Wan K – R2-D2





## Scoring Workshop II: Converting Your Raw Score into Matchpoints

### Board 12 Narrative

**Place This Explanation Page Alongside Page 8 to Compare Narrative to the Chart**

**Looking at the chart on Page 8 can give you an indication it is usually a better plan to play in a Major Suit Contract with 8 cards in that Major Suit.**

**On Board 12 it seems that N-S DID have 8 cards in Hearts.**

**Some partnerships decided to play in 3NT. Some partnerships played in 4H.  
The Major Suit Contract will usually score better.**

Looking at lines 2, 4, 6, 7: These Partnerships played in 4H. They all took at least 10 tricks.

Looking at lines 1, 3, 5: These Partnerships played in 3NT. They usually took only 9 tricks.  
One pair went Down!

Even though the partnerships that bid 3NT AND took the necessary 9 tricks received low Matchpoints. 1.50 in Matchpoints is a low Matchpoint conversion score.

Just making the contract is not often good enough.  
Bridge is a game of one trick here and one trick there.

You should always strive to be in the best contract:  
In a Major Suit contract with an 8+ card Fit

You should always strive to take one trick more:  
Taking Overtricks (extra tricks) move you higher on the success list

Looking at the last line of the chart, NS # 7 – Captain America and The Hulk – were in 4H by North just like other partnerships. They took 12 winning tricks – making 6.

It mattered that even though they were in the same contract as other North-Souths, they won more tricks.

They earned the highest Matchpoint score: 6.00.



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

Now Matchpoint These Other Two Boards from our Lessons

**Board 1**      **Dealer: N**      **Vulnerability: None**  
 Board 1 is played 7 times.      Top Matchpoint Score: 6

Contract	By	Made	Down	Raw Scores		Matchpoints		Pairs		E – W Pairs
				N-S	E-W	N-S	E-W	N-S	Pairs	
5D	N		- 1	- 50	+ 50			1	Daffy D – Bugs B	1 C. Grant – I. Bergman
4H	W	5		- 450	+ 450			2	K. Hepburn – S. Tracy	2 Lucy – Linus
4H	W	4		- 420	+ 420			3	Charlie B – Snoopy	3 Wilma F – Betty R
4H	W	4		- 420	+ 420			4	Fred F – Barney R	4 Obi Wan K – R2-D2
3H	W	4		- 170	+ 170			5	D. Vader – L. Skywalker	5 H. Granger – G. Weasley
4H	W	4		- 420	+ 420			6	H. Potter – R. Weasley	6 Thor – Iron Man
4H	W	4		- 420	+ 420			7	Capt America – The Hulk	7 Mickey M - Goofy

**ANSWERS on Pages 13-14**



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

Now Matchpoint These Other Two Boards from our Lessons

**Board 3**      **Dealer: S**      **Vulnerability: E - W**  
 Board 3 is played 7 times.      Top Matchpoint Score: 6

Contract	By	Made	Down	Raw Scores		Matchpoints		Pairs N-S Pairs	E – W Pairs
				N-S	E-W	N-S	E-W		
4H	S	4		+ 420	- 420			1 Daffy D – Bugs B	1 C. Grant – I. Bergman
4H	S	5		+ 450	- 450			2 K. Hepburn – S. Tracy	2 Lucy – Linus
4H	S	4		+ 420	- 420			3 Charlie B – Snoopy	3 Wilma F – Betty R
4H	S	4		+ 420	- 420			4 Fred F – Barney R	4 Obi Wan K – R2-D2
4H	S	4		+ 420	- 420			5 D. Vader – L. Skywalker	5 H. Granger – G. Weasley
4H	S	4		+ 420	- 420			6 H. Potter – R. Weasley	6 Thor – Iron Man
4H	S	4		+ 420	- 420			7 Capt America – The Hulk	7 Mickey M - Goofy

**ANSWERS on Pages 15-16**



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

Now Matchpoint These Other Two Boards from our Lessons

**Board 8**      **Dealer: W**      **Vulnerability: None**  
 Board 8 is played 7 times.      Top Matchpoint Score: 6

Contract	By	Made	Down	Raw Scores		Matchpoints		Pairs		E – W Pairs
				N-S	E-W	N-S	E-W	N-S	Pairs	
4S	N	4		+ 420	- 420	3.50	2.50	1	Daffy D – Bugs B	6 Thor – Iron Man
4S	N	4		+ 420	- 420	3.50	2.50	2	K. Hepburn – S. Tracy	7 Mickey M - Goofy
4S	N	4		+ 420	- 420	3.50	2.50	3	Charlie B – Snoopy	1 C. Grant – I. Bergman
4S	N	4		+ 420	- 420	3.50	2.50	4	Fred F – Barney R	2 Lucy – Linus
4S	N	4		+ 420	- 420	3.50	2.50	5	D. Vader – L. Skywalker	3 Wilma F – Betty R
5H	E		- 1	+ 50	- 50	0.00	6.00	6	H. Potter – R. Weasley	4 Obi Wan K – R2-D2
4S	N	4		+ 420	- 420	3.50	2.50	7	Capt America – The Hulk	5 H. Granger – G. Weasley

**ANSWERS on Pages 17-18**



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

## ANSWERS

Let's Look at a Board That Has Already Been Converted to Matchpoints

**Board 1**      **Dealer: N**      **Vulnerability: None**

Board 1 is played 7 times.      Top Matchpoint Score: 6

Contract	By	Made	Down	Raw Scores		Matchpoints		Pairs		E – W Pairs
				N-S	E-W	N-S	E-W	N-S	Pairs	
5D	N		- 1	- 50	+ 50	6.00	0.00	1	Daffy D – Bugs B	1 C. Grant – I. Bergman
4H	W	5		- 450	+ 450	0.00	6.00	2	K. Hepburn – S. Tracy	2 Lucy – Linus
4H	W	4		- 420	+ 420	2.50	3.50	3	Charlie B – Snoopy	3 Wilma F – Betty R
4H	W	4		- 420	+ 420	2.50	3.50	4	Fred F – Barney R	4 Obi Wan K – R2-D2
3H	W	4		- 170	+ 170	5.00	1.00	5	D. Vader – L. Skywalker	5 H. Granger – G. Weasley
4H	W	4		- 420	+ 420	2.50	3.50	6	H. Potter – R. Weasley	6 Thor – Iron Man
4H	W	4		- 420	+ 420	2.50	3.50	7	Capt America – The Hulk	7 Mickey M - Goofy

Narrative Explanation on the Next Page



## Scoring Workshop I:

### Calculating Your Raw Score and Comparing Your Raw Score to Others

#### Board 1

#### Place This Explanation Page Alongside Page 13 to Compare Narrative to the Chart

Remember, every pair gets a Raw Score whether that pair is Declarer / Dummy or Defenders. Everyone gets an outcome on each board.

**Notice on Board 1 That Most of the 7 Tables Played in 4H by West.**

**On the first line, NS # 1 – Daffy and Bugs – took the contract away and played in 5D.**

Hmmm... what do you think Daffy and Bugs were thinking? Maybe they intended to bid 5D?  
Maybe they figured out that if they played in their Diamond Fit AND accepted a Down 1 outcome, they would earn a better score than if they just let West hand them a high Negative Score?

I think Daffy and Bugs did exactly that!

Looking at the first line, Daffy and Bugs did not make their 5D contract. They are Down 1.

Look at their Raw Score. They earn a – 50. But every other North-South earn a – 420 or – 450.  
Daffy and Bugs earned the best Negative Score.

When we convert their Raw Scores to Matchpoint Scores, you can see  
that Daffy and Bugs earn 6.00 Matchpoints – the highest possible Matchpoints on this board.

Even though they did not make their contract, they still earned the best score in their direction – NS.

Sometimes, we can make bidding decisions that allow us to earn a good score even though it's Negative.

Daffy and Bugs thought to themselves:

“ West can probably make 4H. E-W have the points and a Fit in Hearts.

But if we have a Fit in Diamonds, maybe we can almost make our contract.

If we go Down only 1 or 2, then we get a small Negative score.

Our real competitors – the other North-South players – will earn a larger Negative Score  
when West hands them the opposite of West's high positive score. ”

It's a strategic move. We learn more about this kind of Bridge strategy as we continue in the game.  
For this hand, however, you can see that Daffy and Bugs make a good decision about their hands.



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

## ANSWERS

**Board 3**      **Dealer: S**      **Vulnerability: E - W**  
 Board 3 is played 7 times.      Top Matchpoint Score: 6

Contract	By	Made	Down	Raw Scores		Matchpoints		Pairs N-S Pairs	E – W Pairs
				N-S	E-W	N-S	E-W		
4H	S	4		+ 420	- 420	2.50	3.50	1 Daffy D – Bugs B	1 C. Grant – I. Bergman
4H	S	5		+ 450	- 450	6.00	0.00	2 K. Hepburn – S. Tracy	2 Lucy – Linus
4H	S	4		+ 420	- 420	2.50	3.50	3 Charlie B – Snoopy	3 Wilma F – Betty R
4H	S	4		+ 420	- 420	2.50	3.50	4 Fred F – Barney R	4 Obi Wan K – R2-D2
4H	S	4		+ 420	- 420	2.50	3.50	5 D. Vader – L. Skywalker	5 H. Granger – G. Weasley
4H	S	4		+ 420	- 420	2.50	3.50	6 H. Potter – R. Weasley	6 Thor – Iron Man
4H	S	4		+ 420	- 420	2.50	3.50	7 Capt America – The Hulk	7 Mickey M - Goofy

Narrative Explanation on the Next Page



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

## ANSWERS

### Board 3

#### Place This Explanation Page Alongside Page 15 to Compare Narrative to the Chart

Remember, every pair gets a Raw Score whether that pair is Declarer / Dummy or Defenders. Everyone gets an outcome on each board.

#### Notice on Board 3 That All 7 Tables Played in 4H.

Does that mean that all the Raw Scores will be the same?  
Not necessarily. It will depend on whether the Declarers make their contract.

South is in 4H at every table on Board 3.

Six of the seven South Declarers took 10 tricks. 4H making 4.

One of the seven South Declarers took 11 tricks. 4H making 5  
*NS Pair # 2: Hepburn and Tracy*

#### How Does That Affect The Outcome?

NS Pair # 2 - Hepburn and Tracy - earn a + 450

Trick Points:	$5 * 30 =$	+ 150
NonVul Game Bonus		+ 300
Total Raw Score for NS Pair # 2		+ 450

For all other North-South Pairs

Trick Points:	$4 * 30 =$	+ 120
NonVul Game Bonus		+ 300
Total Raw Score for NS Pair # 2		+ 420

#### Here is the most interesting part – one we will discuss more in our next lesson:

Since Hepburn and Tracy – NS # 2 – hold the highest Positive Score, they will earn 100% on this board.

All other North-Souths tie for a 'bottom' on this hand.

Even though they made the contract, their converted score in the next step will turn their success into a much lower score for their efforts.

*Once we begin Matchpointing the Raw Scores, you'll see that JUST making your contract might not be enough  
You should always strive for 'one trick more.'*





## Scoring Workshop II: Converting Your Raw Score into Matchpoints

## ANSWERS

**Board 8**      **Dealer: W**      **Vulnerability: None**  
**Board 8 is played 7 times.**      **Top Matchpoint Score: 6**

Contract	By	Made	Down	Raw Scores		Matchpoints		Pairs N-S Pairs	E – W Pairs
				N-S	E-W	N-S	E-W		
4S	N	4		+ 420	- 420	3.50	2.50	1 Daffy D – Bugs B	6 Thor – Iron Man
4S	N	4		+ 420	- 420	3.50	2.50	2 K. Hepburn – S. Tracy	7 Mickey M - Goofy
4S	N	4		+ 420	- 420	3.50	2.50	3 Charlie B – Snoopy	1 C. Grant – I. Bergman
4S	N	4		+ 420	- 420	3.50	2.50	4 Fred F – Barney R	2 Lucy – Linus
4S	N	4		+ 420	- 420	3.50	2.50	5 D. Vader – L. Skywalker	3 Wilma F – Betty R
5H	E		- 1	+ 50	- 50	0.00	6.00	6 H. Potter – R. Weasley	4 Obi Wan K – R2-D2
4S	N	4		+ 420	- 420	3.50	2.50	7 Capt America – The Hulk	5 H. Granger – G. Weasley

Narrative Explanation on the Next Page



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

## ANSWERS

### Board 8

**Place This Explanation Page Alongside Page 16 to Compare Narrative to the Chart**

This is another example of most of the pairs finding the probably common contract.

Most of the N-S pairs are in 4S.

It seems that NS probably have Game points and an 8+ card Spade Fit.

However, one EW Pair - NS Pair # 4 Obi Wan and R2-D2 - decide to take the contract away from North-South at their table.

East-West decided to 'come over the top' of North-South's 4S contract and bid 5H.

E-W must have found a Heart contract.

They figured out that N-S could likely make 4S.

By bidding 5H, they took the contract away from North, intending to go Down in the contract.

What is a good idea?

Well, E-W Pair 4 went Down 1 in 5H. Down 1 Not Vul is – 50

The other East-West pairs accepted a – 420 from North-South.

Which is the better Negative Score?

- 50 that you give yourself in a Down 1 contract?

Or - 420 that a successful Opponent hands you as your Negative score?

I would rather have the – 50.



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

### HOW TO FINALIZE YOUR SCORE

As you play in a Game, each of your Raw Scores are converted into Matchpoints.

Then your Matchpoints are added up at the end of the Game.

Now... How Did Your Perform?

Your Final Calculation Will Provide You with a Way To Know How Well You Played.

### Calculating Final Score and Percentage

1. Add up all of your converted Matchpoint scores to get a Total Score.

2. Then Calculate Your Percentage:

Your Total Matchpoint Score / Total Possible Matchpoint Score = Your Percentage for the Game

**Total Possible Matchpoint Score:**

*Number of times a Board is played \* Highest Possible Matchpoint Score on a Board*

In this game, there were 7 tables. Each board was played 7 time.  
Highest Possible Matchpoint Score on each Board is 6.00

*You can beat 6 other pairs on any given board.*

There were 15 boards to be played.

### Total Possible Matchpoint Score In This Game

6	*	15	=	90
<i>Highest Matchpoint Score on Each Board</i>		<i>Number of Boards Played in the Game</i>		<i>Total Possible Matchpoint Score</i>

A pair in this game could have earned a Total Possible Matchpoint Score of 90  
IF  
that pair beats EVERY other pair on EVERY board.

*Note: Not. Gonna. Happen.*



## Scoring Workshop II: Converting Your Raw Score into Matchpoints

Let's say that you and Partner are Daffy Duck and Bugs Bunny – NS Pair # 1

You've played 15 boards.

Each board earn a Raw Score. Then each Raw Score was converted to Matchpoints.

Here is a list of your Matchpoint Scores for your 15 boards:

Board 1	6.00
Board 2	5.50
Board 3	2.50
Board 4	4.50
Board 5	5.00
Board 6	6.00
Board 7	0.00
Board 8	3.50
Board 9	5.00
Board 10	3.00
Board 11	5.50
Board 12	1.50
Board 13	3.00
Board 14	2.00
Board 15	0.00
<b>Total Score</b>	<b>53.00</b>

### SCORE FOR THE ENTIRE GAME

**Your Total Score: 53.00**

**Total Possible Matchpoint Score for Game: 90.00**  
***6.00 \* 15 Boards***

**Your Percentage for the Game:  $53.00 / 90.00 = 58.88$**

**Is That a Good Percentage?**

**You want to earn at least 50% in a Game.**  
**That's the average Percentage.**

**You would prefer to earn closer to 60%.**

**Earning 70% or 80% is not really something that happens very often.**

**The more boards you play and the more tables in the Game help to level out the percentage field.**

**Did You have a Good Game? Are you Above 50%? Then yes.**